

AE-WWII

Retro Sci-Fi

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"This just came in over the wire..."

Using Multiple Detachments in AE WWII

AE WWII is a squad-based wargame designed for detachments of between seven and fifteen models per side. This small size ensures games of AE WWII are fast and exciting and prevent the game from being too slow as well as enabling players to dive into the game with little need to buy or paint dozens of models. However, the rules for AE WWII allow players to easily scale the game up to include more than a single detachment per side. For games involving multiple players or players that own lots of models, the rules presented here will help players enjoy larger games. A few new units are presented here as well as advice on playing larger games.

Using Two Detachments per Side

Games involving two detachments per side require little to no change in how they are played. When selecting detachments, each detachment can be created independently of the other and each detachment can be of a different type. Essentially, players simply field two detachments per side in a scenario. Special abilities such as *command* can be used across detachments and individuals can join units not belonging to their own detachment. Special Orders are lumped together per side and Special Orders that affect a detachment (such as *Fix Bayonets*) will affect both detachments on that side. Aside from these minor changes game play remains the same.

During games with more than a single detachment per side, secondary objectives are drawn *per side* rather than per detachment.

It should be noted that in games with two detachments per side, Drive losses become a far greater issue that players need to become aware of. Each side should contain at least one, if not two, units

that possess the *command* ability in order to ensure Drive losses are managed. These commanding units will more often than not spend the bulk of the game ordering other units to stand fast and keep their forces from routing. Players should keep an eye on the morale of their units in these larger games, even more so than in standard games, as the number of casualties can quickly reach dangerous levels.

More than Two Detachments per Side

When playing large games of AE-WWII involving more than two detachments per side, players must be keenly aware of two significant issues: Drive and speed of play.

First, managing Drive in such large games becomes a difficult task. Foremost, recording current Drive values of each unit can be challenging; we suggest using the official AE-WWII tokens by Litko Aerosystems or, if enough tokens aren't available, using dice or paper and pencil to keep track of each unit's current Drive. Remembering to check a unit's Drive as it is activated is a good way to remind yourself about units that are on the verge of rout.

In addition to keeping track of Drive values, actually preventing your units from running off the battlefield is another important issue regarding Drive. It is highly recommended that each detachment have at least one, if not multiple, ways of mitigating Drive losses through *command*, special orders, or other special abilities. As a rule of thumb, for every 12 points of combined Drive, a unit with *command* should be present. Using Senior Officers and Radio Operators (below) are also good ways to manage Drive losses.

Another key to large games is keeping play moving. When more than two detachments per side are involved in a single game, each turn can take over twenty activations per side! When multiple players are involved, this means many players waiting to activate their units without taking part in the action. Therefore, in order to keep play moving at a speed consistent with standard AE-WWII games that during each activation players activate one unit from each detachment. Note that this does *not* mean activating a number of units equal to the number of detachments, but instead a single unit from each detachment present can be activated at a time. This keeps the game moving as well as includes all players involved in the game.

Apart from these two key issues, large games of AE-WWII play just like normal games. Using the rules mentioned above (such as Special Orders applying to all friendly units, etc) as well as the new units presented below and keeping these two issues in mind, there's no reason that platoon-level games of AE-WWII can't be as quick, easy and entertaining as a standard game.



SENIOR OFFICER VETERAN INFANTRY (INDIVIDUAL)

M	RC	CC	A	S	DR	W
3	4+	4	4	2	8	2

Large battles sometimes call for the presence of more senior officers in order to coordinate the activities of the soldiers under their command. Though these officers rarely risk their lives in front-line combat, they can find themselves under fire when present on the battlefield.

In order to help manage Drive losses in large scale games a Senior Officer can be used. With their high Drive attribute and the *Battlefield Command* ability, they can help mitigate dwindling Drive as casualties begin to mount. Senior Officers are best used by staying out of enemy fire spending their Action Points boosting the Drive of units around them. Senior Officers should only be used in large games involving three or more detachments per side. Senior Officers can be used by any army. Only one Senior Officer should be used per side.

COMPOSITION: 1 Senior Officer

EQUIPMENT: MP40 (German), Thompson M1A1 (American), PPSH-41 (Russian), Pistol, Grenades

SPECIAL ABILITIES:

- *Battlefield Command:* This ability functions in the same way as *command*, however the range of the ability extends out to 24 inches rather than 12.
- *Demoralizing Loss:* If the Senior Officer is ever removed as a casualty, all friendly units must immediately make a Drive check (rolling 1d6 and attempting to roll equal to or lower than their *current* Drive) or be *suppressed* as if they had suffered from suppression fire. This effect lasts through the unit's next activation. Units already suffering from suppression and vehicles do not need to check.
- *Inspiring*

OPTIONS:

- The individual's Training Level can be increased to Elite.
- The individual may be designated as a Hero.



RADIO OPERATORS REGULAR INFANTRY (INDIVIDUAL)

M	RC	CC	A	S	DR	W
3	4+	3	3	2	4	2

Maintaining communication between forces on the front lines is an important part of any military operation. The armies of World War II rely on soldiers trained in the use of radio equipment to keep them in contact with officers and command personnel. These soldiers move across the battlefield ensuring that commanders are kept up to date with enemy positions, troop movements and vital details of the battlefield as well as keeping the soldiers of their units informed of new orders.

Radio Operators can be taken in any detachment to help give officers a much wider field of control over their forces. Their *We got command on the line!* ability enables them to act as surrogate commanders, maintaining control over Drive losses during large battles. While Radio Operators are primarily useful in games involving two or more detachments per side they can easily fit into standard games. Radio Operators can be used by any army.

COMPOSITION: 1 Radio Operator

EQUIPMENT: GEW-43 (German), M1 Garand (American), SVT-40 (Russian), Pistol, Grenades

SPECIAL ABILITIES:

- *We got command on the line!*: Radio Operators are able to issue commands from officers on the battlefield, keeping the lines of communication open between commanders and their soldiers. For 1 Action Point a Radio Operator may maintain radio contact with a single model that possesses the *command* ability; this contact lasts until the Radio Operator's next activation. Any model with the *command* ability that is in radio contact with a Radio Operator can count any unit within 12 inches of a Radio Operator as in range for purposes of eliminating Drive losses by using *command*. A Radio Operator may only be in radio contact with a single model at a time and any model may only be in contact with a single radio operator at a time. This ability also works with the *battlefield command* ability of Senior Officers, except the range is limited to 12 inches.

OPTIONS:

- The individual's Training Level can be increased to Veteran.